

Abstract

An image processor for achieving an effective image processing when realizing a play simulating a reality such as a fighting game. A data processor comprises a display 3a, a control panel 4a, a speaker 11a and a speaker 11a and a game processing board 10a. Fighters C1 and C2 are displayed on the display 3a. When the joy sticks 41am and 41ah of the control panel 4a are operated, the operating data is input to the game processing board 10a. The game processing board 10a performs an image processing of the fighters C1 and C2 based on the operating signal, forms video signals based on the image processed result and displays them on the display 3a as the fighters C1 and C2. The game processing board 10a realizes a polygon forming means so that the head of the fighter C2 is constituted of a minimum number of polygons, and increases the number of polygons of the head when the part of a display member composed of a minimum number of polygons is transformed and displayed.